RCA *Studio II* Home TV Programmer

SALES FAX

- ☐ Works with any size TV set, color or black-and-white.
- ☐ Microprocessor circuitry permits a wide variety of programming.
- ☐ Advanced design digital technology.
- ☐ Includes 5 built-in fun and action games.
- ☐ Plug-in add-on cartridges available for continual variety.
- ☐ Dual phone-type keyboards for convenient control.
- ☐ Handy switch permits selection of Studio II or regular TV.
- ☐ Single 18-foot cord permits use of console away from set.
- ☐ Console pilot light indicates game is on.
- ☐ Built-in sound with on/off switch.
- ☐ Uses channel 2 or 3, whichever is unused in your area.
- ☐ Easy installation in just a few minutes, with only a screwdriver.
- ☐ Backed by RCA.

Model 18V100

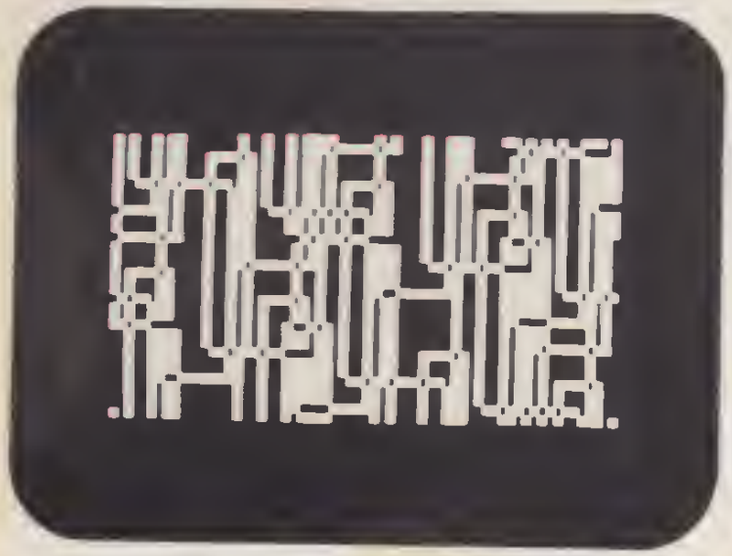
RCA Distributor and Special Products Division, Deptford, NJ 08096
Tmk(s)® Form No 1E4133 Rev 3/77

Instructions for Built-in Games

DOODLES

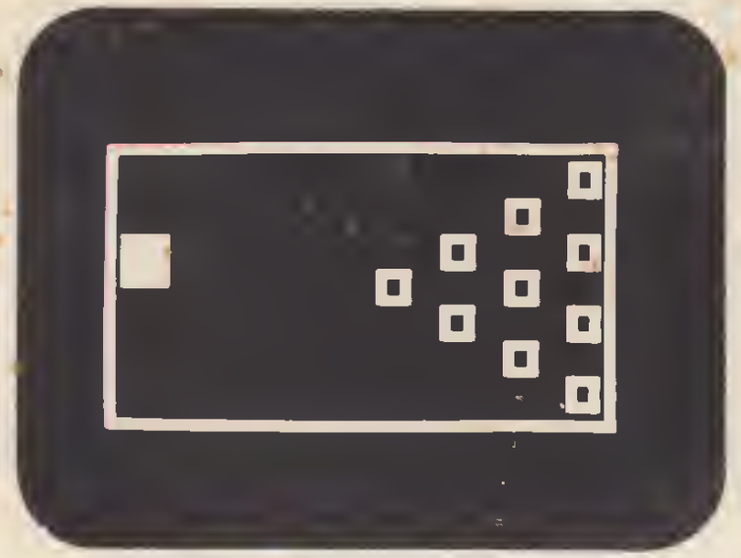
1. Press "clear" key. Press key ≠1 on Keyboard A. A white dot will appear in the lower left corner of the screen.
2. Start moving the dot by pressing any of keys 1, 2, 3, 4 and 6, 7, 8, 9 on Keyboard B. The dot will move in direction shown by small arrows next to each key. (Key 2, up: Key 6, right, etc.) If you hold the key down, the dot will continue in the selected direction.
3. Press key ≠5 on Keyboard B, and you're ready to write or draw.
4. Erasing is easy. Just press key ≠0 on Keyboard B then move marker back over the trace. After key ≠0 is pressed, you can move spot anywhere you wish on the screen without leaving a mark. Press key ≠5 to resume doodling.

PATTERNS



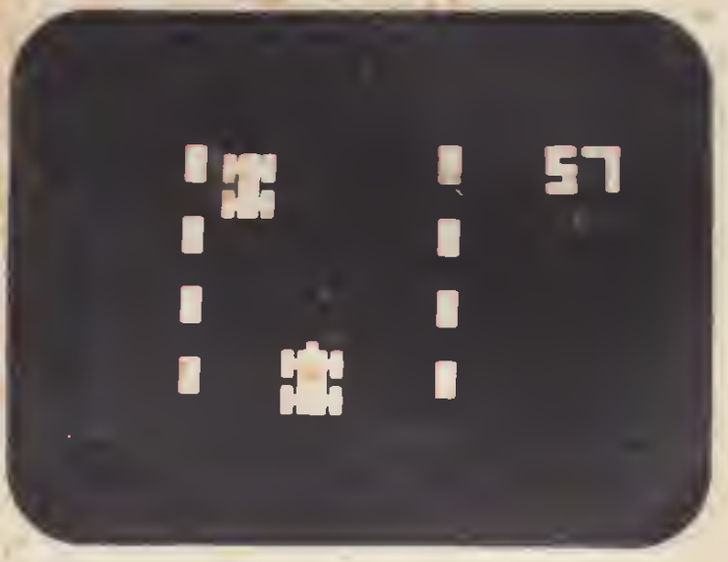
1. Press "clear" key. Press key #2 on Keyboard A.
2. Create a basic design by pressing the keys 1, 2, 3, 4 and 6, 7, 8, 9 on Keyboard B, in any sequence. Small arrows next to keys indicate direction (key 2, up; key 6, right, etc.) Note: No spot will appear until an entry is made on Keyboard B.
3. Press key #0 on Keyboard B and watch the computer form the pattern, repeating your design again and again.
4. The patterns can be stopped at any time by pressing key #5 on Keyboard B. Start pattern again by pressing key #0.

BOWLING



1. Press "clear" key. Press key =3 on Keyboard A. Player's score and frame number will appear briefly. The bowling alley with "ball" moving up and down at left will then appear on the screen.
2. Player on Keyboard A goes first and gets two tries (one try if strike is bowled). Ball continues to move up and down until it is released by pressing either key =2 (hook upward), =5 (straight) or key =8 (hook downward).
3. Player A's score appears, and frame number is shown.
4. Second player now bowls on Keyboard B.
5. Scoring is automatic—spares 15 pins—strikes 20 pins—no extra balls—200 is a perfect game.
6. After ten frames are played, player's total scores are displayed and game has ended.

FREEWAY



1. Press "clear" key. Press key =4 on Keyboard A.
2. Press key =0 on Keyboard B to start cars or press key =0 on Keyboard A for a more difficult race.
3. The car at the top of the screen is controlled by the computer. You can steer your car with Keyboard B by pressing key #6 to move right and key #4 to move left. You can increase speed by pressing key #2 on Keyboard A, and resume normal speed by pressing key #8 on Keyboard A. Accidents will slow your car down.
4. After 2 minutes, the race will end and the computer will score you based on total distance covered.

ADDITION

1. Press "clear" key. Press key # 5 on Keyboard A. Scores will appear at the top of the screen.
2. *With 2 players*—One player uses Keyboard A and the other uses Keyboard B. After a few seconds a random 3-digit number will appear on the bottom of the screen. Players must add the three numbers, then enter the total on the keyboard. First player to enter the right answer earns up to 10 points; the faster the correct answer is registered the more points are scored. When an incorrect answer is entered, that player loses a turn and the Keyboard is locked out. However, the other player can still score by entering the correct answer. For example: If the numbers 3 0 2 appear on the bottom of the screen, the total is 5, so the first player to press key # 5 earns points.
3. *With 1 player*—A single player may use either keyboard, trying for the highest score.

Add-on Cartridges Currently Available

TV ARCADE

I Space War 18V400—two exciting "shoot 'em down" games.

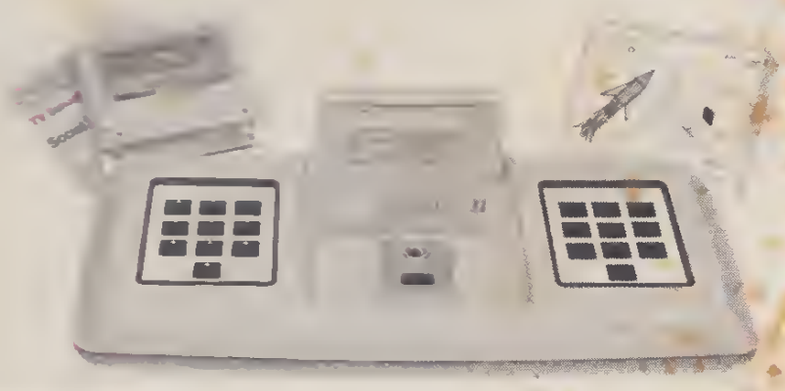
II Fun with Numbers 18V401—3 games that test your sharpness.

III Squash Tennis 18V402—2 exciting action games in one cartridge.

*V Baseball 18V403—A two player game that recreates the action on the diamond

TV SCHOOL HOUSE

I Math and Social Studies 18V500—Basic and advanced tests of knowledge in these areas of interest. Comprehensive handbooks included.



*Available about May 15, 1977.